What is your Sprint Goal?

**Our sprint goal this week is to make sure that we have the fundamentals for a single game. This includes having multiple people in the same game and being able to start the game at a given time. This project will correctly create a circle of targets, and it will send the correct target player to the corresponding assassin. This will include a redesign of the position forwarding code, that updates the positions of all players in the game. We will also update the graphics to be able to better display this new information, such as through visuals like the compass. This will also include the overhaul of the menu screen, as well as the introduction of the game setting screen. We will also redeploy our project to mobile devices (it should be a simple bug fix we missed).**

Who is the Scrum Master for this Sprint?

Hamonth Vasudeva Sravan Sivitaj Kunudrthi

What tasks will you complete during this Sprint?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Task | | Owner | Estimated Time to Complete | |
| Completed main page | | **Manovay** | **120 minutes** | |
| Player count feature for settings page | | **Manovay** | **100 minutes** | |
| Radius feature for setting page  Boot player feature for settings page  Current invite code on settings page | | **Manovay** | **100 minutes**  **Each** | |
| Create a Room class (server side) | | **Vignesh & Raj** | **400 minutes each** |
| Create a Room class with settings (server side) | | **Vignesh** | **100 minutes** | |
| Create a graphical arrow that takes coordinates | Kemper | 100 minutes | | |
| Change coordinates inputs to angle inputs for the arrow | Kemper | 50 minutes | | |
| Take angle distance information from the server | Kemper | 100 minutes | | |
| Update the position angle every specified period to change orientation of the arrow | Kemper | 100 minutes | | |
| Incorporate the distance numbers into HUD UI | | Kemper | 50 minutes | |
| Create a table view | SRAVAN | 50 minutes | | |
| Make the table view dynamic with multiple data options – implemented set | SRAVAN | 50 minutes | | |
| Phone testing | SRAVAN | 50 minutes | | |
| Put images in a grid view | SRAVAN | 50 minutes | | |
| Add buttons that switch pages | SRAVAN | 50 minutes | | |
| Create search bar for games | SRAVAN | 50 minutes | | |
| Display “games data” | SRAVAN | 50 minutes | | |
| Phone testing | SRAVAN | 50 minutes | | |
| Format Join page day 1 | SRAVAN | 50 minutes | | |
| Format Join page day 2 | SRAVAN | 50 minutes | | |
| Targeting system with linked lists  -needs a create  -built with a hashmap | Vignesh & some Raj | 300 minutes Vignesh  200 minutes Raj | | |
| Update temporary Position Code | Raj | 300 min | | |
| Server side for elimination | Raj & Vignesh | 150 min each | | |
| Update game-state storage on client side to reflect new targeting system and victim positions | Raj | 150 mins | | |